

**Listing of Claims:**

1. (Currently amended) A gaming system, comprising:
  - a central server configured to generate game results using fixed-pools of elements derived from a ~~Class III style~~non-fixed-pool game, each element corresponding to a single game play result determined prior to base and bonus game play and divisible into a base game play result and a bonus game play result, ~~wherein play of the bonus game does not require an additional wager;~~
  - a player terminal in operable communication with the central server, configured to send game play requests to the central server and receive game play results from the central server; and
  - the player terminal further configured to determine a base game play result and a bonus game play result from a single game play result received from the central server, to reverse-map the base game play result into a display such that the display simulates a ~~Class III style~~non-fixed-pool game by showing game indicia having a value corresponding to the base game play result, and further shows bonus game indicia, different from the base game play display, having a value corresponding to the bonus game play result, wherein the single game play result is a fixed sum that is awarded to the player.
2. (Previously presented) The gaming system of claim 1, wherein the bonus game indicia further comprises a plurality of indicia.
3. (Currently amended) The gaming system of claim 2, wherein the plurality of indicia is selectable, and where the bonus result is divided into a set of partial win results that, in total, are an amount equal to the bonus result, and where the partial win results are awarded one at a time as a result of a selectable indicia being selected, until all of the partial win results are awarded.
4. (Previously presented) The gaming system of claim 1, wherein the game play result further includes an indicator recognizable by the player terminal, the indicator indicating that the game play result comprises a base game play result and a bonus game play result.

5. (Previously presented) The gaming system of claim 4, wherein the bonus game play amount is calculated by subtracting a known base game amount from the game play result.
6. (Currently amended) A method of gaming on a gaming system, the method comprising:  
enabling a fixed pool of game results derived from a ~~Class III style~~non-fixed-pool game, a game result being selectable upon a request from a player terminal;  
selecting a game play result after receiving the game result request from a player terminal, wherein the game play result represents a fixed sum award determined prior to base and bonus game play and having a base game play result and a bonus game play amount;  
sending the game play result to the player terminal;  
receiving the game play result at the player terminal;  
determining a base game play result and a bonus game play amount from the game play result; and  
simulating a ~~Class III style~~non-fixed-pool game by:  
awarding the base game play result;  
starting a bonus game;  
enabling play of the bonus game, ~~wherein play of the bonus game does not require an additional wager from the player~~; and  
awarding the bonus game play amount.
7. (Previously presented) The method of claim 6, wherein the bonus game comprises a plurality of indicia.
8. (Currently amended) The method of claim 7, wherein the plurality of indicia is selectable, and wherein the bonus game play result is divided into a set of partial win results that, in total, are an amount equal to said bonus game play result, and wherein the partial win results are awarded one at a time as a result of a selectable indicia being selected, until all of said partial win results are awarded.
9. (Previously presented) The method of claim 6, further comprising:

including, in the game play result, an indicator recognizable by the player terminal, the indicator indicating that the game play result comprises a base game play result and a bonus game play result.

10. (Previously presented) The method of claim 9, further comprising:  
calculating the bonus game play amount by subtracting a base game amount from the game play result.

11. (Currently amended) A method of play in a gaming system, the method comprising:  
receiving a wager on a game at a player terminal;  
generating a game result request;  
selecting a game result from a fixed pool of game results derived from a ~~Class III~~  
~~style~~~~non-fixed-pool~~ game, wherein the game play result represents a fixed sum award  
~~determined prior to base and bonus game play and having a base game play result and a bonus~~  
game amount;  
determining the base game result and the bonus game amount from the selected game result; and  
simulating a ~~Class III~~~~style~~~~non-fixed-pool~~ game by:  
playing the game and awarding the base game result;  
starting a bonus game;  
enabling play of the bonus game, ~~wherein play of the bonus game does not require an~~  
~~additional wager from the player;~~ and  
awarding the bonus game amount.

12. (Previously presented) The method of Claim 11, wherein the bonus game comprises a plurality of indicia.

13. (Previously presented) The method of claim 12, further comprising:  
dividing the bonus game play amount into a set of partial win results that, in total, are an amount equal to the bonus game result;  
selecting bonus game indicia;  
awarding one of the partial win results; and

repeating the selecting and awarding until all of the partial win amounts are awarded.

14. (Previously presented) The method of claim 11, further comprising:  
recognizing, in the game result, an indicator indicating that the game result  
comprises a base game result and a bonus game result.
  
15. (Previously presented) The method of claim 14, further comprising:  
calculating the bonus game result by subtracting a base game result from the game result.